## How do I install the Daz To Maya Bridge?

## **Daz Studio:**

• You can install the Daz To Maya Bridge automatically through the Daz Install Manager or Daz Central. This will automatically add a new menu option under File -> Send To -> Daz To Maya.



• Alternatively, you can manually install by downloading the latest build from Github Release Page and following the instructions there to install into Daz Studio.

## Maya:

1. The Daz Studio Plugin comes embedded with an installer for the Maya Bridge module. From the Daz To Maya Bridge dialog, there is now section in the Advanced Settings section for Installing the Maya module. 2. Click the "Install Plugin" button. You will see a window popup to choose a folder to install the Maya module. The starting folder should be the default location for maya plugins and modules.

Daz To Maya Bridg	ge 2022.1	$\times$
If this is your first time using the Daz To Maya Bridge, please be sure to read or watch the tutorials or videos below to install and enable the Maya Plugin for the bridge:		
• <u>How To Install and Configure the Bridge (Github)</u> • <u>Daz To Maya FAQ (Daz 3D)</u> • <u>How To Install DazToMaya Bridge (Youtube)</u> • <u>Maya File Paths (Autodesk Knowledge Base)</u> • <u>What's New and How To Use It (Daz 3D Forums)</u>		
Once the maya plugin is enabled, please add a Character or Prop to the Scene to transfer assets using the Daz To Maya Bridge.		
To find out more about Daz Bridges, go to <u>https://www.daz3d.com/daz-bridges</u>		
Asset Name		
Asset Type Stati	c Mesh	•
Export Morphs	Choose Morphs	
Bake Subdivision	Bake Subdivision Levels	
Advanced Settings		
	DazToMaya Bridge 2022.1 revision 11.34	
Maya Plugin Installer	Install Plugin	
	Open Intermediate Folder	
	Open intermediate rolder	2
FBX Version	FBX 2014 Binary	2
Show FBX Dialog		
Generate Normal Maps		
Export Material CSV		
	Accept Cancel	

- 3. On Windows, the path to install modules should be "Documents\maya\modules". On Mac, the path should be "/Users//Library/Preferences/Autodesk/maya/modules".
- 4. For most Maya setups, you should be able to just click "Select Folder". You will then see a confirmation dialog stating if the plugin installation was successful.
- 5. If Maya is running, you will need to restart for the Daz To Maya Bridge module to load.

6. In Maya, you should now see a "DazToMaya" tab in the Maya Shelf toolbar. Click this tab to find the DazToMaya options.



- 7. If you have tabs disabled in the Maya Shelf, you may need to click the "cog" icon and select "Shelf Tabs" to find and select the "DazToMaya" tab.
- 8. From the DazToMaya tab of the Shelf, you should now see an icon for "DAZ IMPORT". You are done installing Daz To Maya Bridge!
- 9. If you recieve an error when trying to click the "DAZ IMPORT" icon, make sure you have <u>PyMEL installed</u>.